

Robot competition Introduction meeting

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Goal of the competition

- Friendly competition: max. 6 teams of 3 students
- Earn a maximum of points by collecting toys (Duplo-like bricks) and depositing them at the collection point
- Arena with different terrain types: score depends on object positions
- Bonus points for difficult objects
- Private competition (rehearsal, not evaluated)
- Public competition (robot features will be evaluated)

Educational goals of the competition

- Opportunity of creating a robot from A to Z
- Real-world challenges: real mechanics and electronics, system-wide integration, software & hardware debugging, choosing components and reading datasheets, supplier delays, unexpected costs, ...
- Functional and risk analysis
- Time, team, project & budget management

Main phases

- First 3-4 weeks: brainstorming, functional analysis, risk analysis, planning, possibly proof-of-concept testing
- Milestone 2: present your analysis to your coach
- Weeks 4-7: design phase. You get access to previous years' reports and files.
- Week 7 (approx.): design review (graded)
- Rest of the semester: construction, integration, debugging
- May 28th: real arena becomes available

Functional analysis

- List all the functions that your robot is supposed to have (action verb, direct object), for example: move, detect toys, grab toys, localize in the arena...
- Define how important each function is (prioritize)
- Define what criteria to use to classify solutions for each function (e.g., speed, reliability, etc.)
- Look for all possible solutions and classify them

Risk analysis

- Done in parallel to functional analysis
- Identify any possible issue that might arise
- Classify risks in function of their likelihood (almost certain or quite impossible?) and impacts (catastrophic failure or minor misfunctioning?)
- Identify solutions or workarounds. This is especially important for high-impact risks

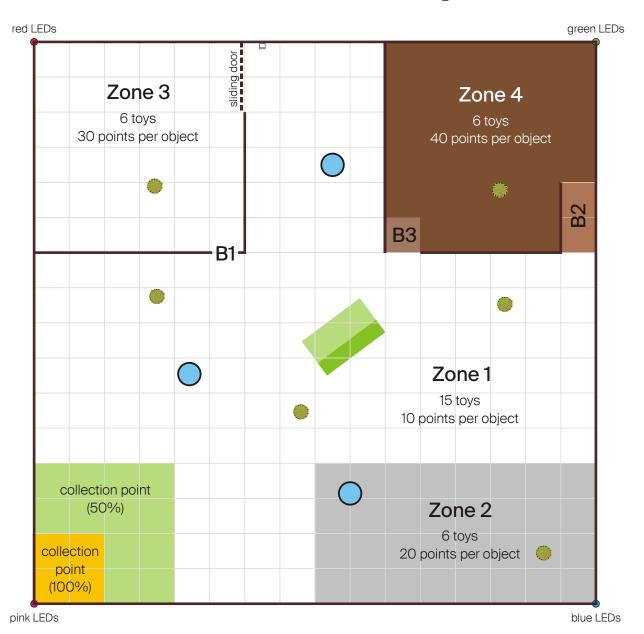
Time planning

- Identify tasks to be completed and their dependencies
- Estimate duration of tasks
- Assign task responsibilities to team members
- Useful tool: Gantt chart
- Allows for parallelization, task allocation, identification of critical paths (can the project be finished on time in the worst time scenario for each task?)

Main rules

- Robots must be 100% autonomous:
 - Battery powered
 - No remote control
 - No remote computation
- Multi-robot solutions are allowed:
 - Communication between robots is allowed
 - Robots must have actuators with a competition-related goal
- Toys must remain intact
- Maximum size depends on arena constraints
- No flying solutions

Arena example



Important dates

- Milestone 2: in around 3 weeks, private meeting with coaches
- Design review ("milestone 3"): around week 7
- Temporary report deadline: depends on your section's requirements
- Final arena: May 28th to June 11th at Salle polyvalente
- Private competition: Thursday, June 6th, probably 14:00
- Public competition: Wednesday, June 11th, probably 14:00
- Real report deadline: Sunday, June 15th, 23:59:59.999

Up-to-date calendar:

https://robot-competition.epfl.ch/calendar

Budget

- Real budget of Fr. 750.— per team
 - Items bought at local shops (keep receipts!)
 - Items you can order online (must be done by us)
 - Coach authorization needed for any significant spending
 - 3D printing and materials bought at SPOT
 - See detailed procedure on the web site!
- Virtual budget of Fr. 1'500.— per team
 - Parts «bought» on the internal competition catalog
 - EPFL professional workshops (e.g. ATPR, ACI)

Tools

- Prototyping/construction space at SPOT (DLL-PROT)
- Storage space for robots at SPOT
 - Stock 3 is for big parts (robot, mechanical elements)
 - Stock 2 has cabinets, please leave unmounted catalog elements there
 - Online training mandatory for access: https://make.epfl.ch/trainings
- Catalog of parts available on your virtual budget
 - Catalog with stock status, see web site
 - All parts are recycled/reused, therefore:
 - Parts must **not** be modified, ask in case of doubt
 - Anything broken goes to the real budget
 - Lost parts must be paid for (checked after the competition)
 - Packaging material must be handed back intact
- Test arena room: ME D0 1612 (shared)

Deliverables

- Report
- Videos

A set of video files demonstrating all the capabilities of your robot. No fancy video effects or editing, simple cuts are ok.

- Archive with all source code, CAD files, etc.
 - Cloud-based CAD (e.g. Fusion 360) only ok when exporting files to a standalone CAD format (e.g. Inventor). All files must be handed in!
- The robot participating to the competition
 - Therefore: don't put anything in the robot if you want it back!
- All original packaging you received
- All virtual catalog parts (either in your robot or alone)

Grading

- **Design review** (milestone 3): 10%
- Achievements: 40% (details on next slide)
- **Report**: 30%
- Video: 20% (scientific quality, fancy video editing does not bring any extra points...)

Achievements

Management (20%)

- Time management
- Budget management
- Team management
- Process management

Functionalities (40%)

- Localization & navigation
- Obstacle avoidance
- Being able to move toys
- Being able to drop toys at the collection point
- Robustness

Quality (40%)

- Mechanical design (drawings & design)
- Electronics design
- Software
- Integration
 (software & mechatronics)

https://robot-competition.epfl.ch/info

«List of achievements and grading»

A few hints

- Every year, people are late! Start working fast early!
- Keep it simple: a 4-DoF manipulator is perhaps overkill
- Don't assume things you didn't verify: test them!
- Discuss and ask questions if you have doubts
- Keep documentation of what you do
- Write drafts of report sections whenever possible
- Don't underestimate the time it takes for integration and software development: one week is not enough
- Rather be ready too early than too late...

Points for your report

- The strategy you chose for the competition
- An overview of the architecture of your robot(s)
- A description of how every part of the robot(s) works
- Mechanical drawings, block schematics, electronics schematics if any
- A description of any algorithm you designed (navigation, image processing, etc.)
- The justifications behind all your choices
- The timeline (Gantt chart) as you have presented it at Milestone 3 (not one you updated to reflect the changes since that day)
- If you were late on that timeline, a detailed description of the various reasons (e.g., supplier delays, hardware failures, etc.). This is very important to help future participants anticipate the problems they will run into.
- Any specific problems you encountered during the semester, and how you solved them
- If the robot didn't perform as expected, an analysis of the exact reasons, and how the design of the robot should have been changed to prevent the problem from happening.
- Any hints you would like to transmit to the future students doing the competition

Project registration

- Project title: "Interdisciplinary robot competition"
- Professor: Auke Jan Ijspeert
- The PDF is usually generated on IS-Academia, and will be (digitally) signed by the professor

Miscellanea

- Please come on Mattermost if you didn't do yet. Answers to common questions will be posted/answered there. This is the preferred communication channel for questions that might interest everybody.
- Practical electronics tutorial in 1-2 weeks (poll with dates will follow)
- Most robots will probably use WiFi:
 - Personal hotspots are not allowed on campus
 - Saving your EPFL password in a shared robot is bad practice
 - IoT network available at SPOT (only), will be available at the SPO during the competition
 - EPFL network (campus-wide) with special service account
- Virtual budget is virtual: no transfers to/from real budget.

https://robot-competition.epfl.ch/